LITTLE
MEDUSA

SAFETY PRECAUTIONS

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.

2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.

3. Never attempt to disassemble your GAME PAK.

4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

5. For best results, play the game a distance away from your television set

6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

GEARING UP

1. Make sure the power switch is OFF.
2. Insert the LITTLE MEDUSA GAME PAK in your NINTENDO ENTERTAINMENT SYSTEM console.
3. Turn the power switch ON.

TO START: Push the START BUTTON on Player 1's controller.

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BASICS

CONTROLS

D-PAD: MOVE
A - CREATE BOULDER
B - PETRIFY / PUSH PETRIFIED ENEMY
START - PAUSE GAME
SELECT - HOLD TO RESTART LEVEL

GAMEPLAY

To save her friends and all of Olympus, Arte must travel through the elemental domains and obtain stars to break Fiora's seals. There are stars in every level, and Arte must collect them from behind dangerous enemies, across vast pits or even inside chests. Arte's gorgon form has some benefits - her gaze can turn enemies to stone, and she can solidify the earth beneath her. Using these abilities, Arte can push petrified enemies to make paths across unsafe ground, and protect herself or redirect enemies with the stone she creates.

As Arte travels closer to Fiora, the evil sorceress' traps and soldiers grow in challenge and danger. Arte will need to equip Icarus wings to fly over pits, operate ancient mechanisms, and face foes who are unaffected by her stony stare.

COILING MALICE AND HISSES OF REVENGE...

For centuries, the Olympian gods have ruled the Cosmos with harmony and prosperity, after overthrowing the reign of the Titans, an older race of spiteful deities. While the Olympians hold court and control the fate of mortals, the Titans fester in their prisons deep underground. Now, A new generation of Olympians is coming into their own. The children of Zeus, Hera, Apollo, Athena, Poseidon, and others have begun to take up the duties of their sires.

One little goddess in particular, Artemiza, is the darling of Mount Olympus, and is destined to rule after Zeus ends his reign. She is intelligent, beautiful, and resourceful, but also quite aware that she is the favorite of the gods, and this has made her quite haughty and vain.

Fiora, a goddess of strife and magic, is angered by the smug Olympians doting on their precious Artemiza. Her husband, Kronus, was the lord of the Titans, and has been long-imprisoned in another realm. Their separation has stripped Fiora of the chance to have a family of her own. To wreak her revenge, she devises a cruel plan. She replaces Artemiza's mirror with a Gorgon Glass – a Titan artifact which transforms whoever looks through it into a terrifying Medusa! Knowing that Artemiza cannot help but gaze upon her own beauty, it does not take long before the little goddess has a snake problem.

Fearing that she has gone missing, the Olympian gods begin to search all of the Cosmos for their darling Artemiza. While they race about, Fiora frees the Titans and their lackeys from their prisons, captures the other little gods and goddesses, and takes the throne of Mount Olympus for her own! Can Artemiza fight her way to the top and reclaim Mount Olympus, or is she destined to have a bad hair day for all eternity?

HEROES

ARTEMIZIA

Favorite child of the Olympians, destined to rule all of the Cosmos, and an intelligent young goddess. However, she is also prideful and vain, particularly of her appearance and lovely hair.

THE LITTLE OLYMPIANS

The companions and attendants of Artemiza, these little gods and goddesses are the descendants of the Olympians.

VILLAINS

FIORA

A goddess of magic and discord, Fiora is married to Kronus, the Lord of the Titans. However, Zeus and the Olympians ousted Kronus and the other Titans from their place of rule, confining them to dark underworld prisons and realms of sorrow. Fiora has spent lifetimes gathering her malice, awaiting a day when she can write out her revenge on the very throne of Mount Olympus.

THE TITANS

A proud and powerful race of deities that were the first rulers of the Kosmos. They were overthrown by Zeus and his siblings a millennia ago.

ENEMIES

CYCLOPS

These one-eyed monsters were once the basic foot soldiers in the Titan's army. Although dumb, they are quite numerous, and decidedly loyal to the Titans.

CENTAUR

Many strange hybrids inhabit the lands below Mount Olympus. Some tribes of these half-men, half-beast creatures supported the Olympians, while others, like the Centaur, kept their misguided loyalty to the Titans. They still keep their archery skills honed, in the hopes that their arrows will fill the sky once more.

SERPENTI

An army of snakes was sent to the underworld, to torture the Titans for eternity. Fiora, however, used her magic to bend them to her will. They now strike at the first thing which crosses their path.

BOLTER

Zeus approached these storm elementals to help him in his war against the Titans. They cast their lot with Kronus, and have rued that day ever since. After his victory, Zeus threw them from the sky, cursing them to dwell close to the ground and blast their anger upon it.

FALLEN HERO

In life, these warriors were virtuous and proud; however, they fell prey to their own faults and cast aside the valiant and good parts of their souls. They now roam the underworld, carrying the weapons and magic reflective shields they bore while still alive.

MINOTAUR

Once the fearsome guardians of a labyrinth, these creatures were punished for their part in the war against the Titans. Their ability to navigate mazes was taken from them, and they now roam through the hallways, staying close to the walls around them.

This enemy can't be killed, and if it sees you, its going to come careening at you. However, if it can't see you, you'll be fine. If you attack it, you'll render it stunned for a few seconds, so you can make your move around the area it protects

ITEMS

STARS

These mystic symbols are used to break the seals Fiora has placed between each section of the realms of the Olympians.

ICARUS WINGS

A device crafted by a brilliant human inventor, these wings provided limited flight to their wearer.

HOURGLASS

Imbued with some of the first grains of sand created in the Cosmos, these valuable artifacts extend the fate of those who bear them.

EXTRA LIFE

Gorgon Heads are often used to ward off evil spirits, even those who came to take individuals across the River Styx and into the lands of the dead.

KEY

An elegant golden key.

CHEST

Sturdy and spacious, these contain many treasures.

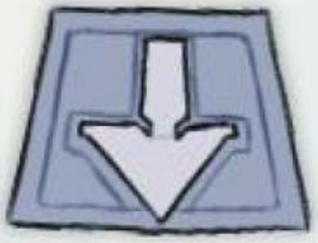
MIRROR SHARD

Facets of Artemiza's ornate mirror, shattered by Fiora in her rage. They are hidden throughout the Olympian lands, and only appear to those who prove themselves worthy...

OBSTACLES

SWITCH

An ingenious device created by brilliant smiths, these switches have various effects on certain elements of the palaces surrounding Mount Olympus.



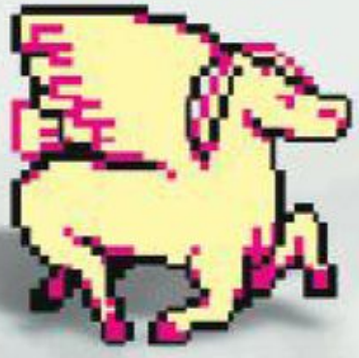
APOLLO'S MARK

The Olympian God Apollo is a grand archer, and his sigil featuring an arrowhead is a compelling sign, known to draw others in the direction it points.

CERBERUS STATUES

The triple-headed hellhound is a common decoration in many Olympian abodes, as it is a symbol of protection. These statues have been tainted by Fiora, however, and now wait to immolate all who come near with deadly flame.

PANDORA BAGS

Fiora has conspired with all manner of fell sorcerers and malicious forces. One benefit of these collusions are these portals through which the Titans' various soldiers can travel.

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